

## Games Highlights





## Introduction

## Contents

Welcome to the world of CompuServe Games!

Sometime ago in the dark ages of computing (1973) two gentlemen by the names of Crowther and Woods decided to write a game on their University computer. The computer mainframe was a Digital Equipment Corporation PDP-10, similar to ones that CompuServe still uses today. The game was Original Adventure and instantly became the classic standard of computer gaming. As Original Adventure set the standard in 1973, CompuServe hopes to set the gaming standards of today.

CompuServe still offers classics such as Original Adventure, New Adventure, House of Banshi and many other traditional games. And we are proud to offer new standards for today's game enthusiasts. Multi-player games such as MegaWars, Space War and Casino Blackjack offer new dimensions in gaming today. Players need not be in the same room or even in the same town to play against or interact with another player. For added spice, try MegaWars II, with color graphics to enhance the game play.

Many of the games in this guide are documented in their entirety. Due to space limitations in this guide, a few of the more sophisticated games require a separate manual for effective game play. Details for ordering separate manuals are given where appropriate.

CompuServe continually adds new games for our customers to play, so keep an eye on WHAT'S NEW and UPDATE for new game releases. CompuServe is pleased to present this guide to our games for your enjoyment. We hope you have as much fun playing these games as our staff has had in designing and offering them to you.

Page	Game	Service Location
1	Original Adventure	GAM-11
1	New Adventure	GAM-12
2	Scott Adams Adventure Series	GAM-28
2	The House of Banshi	GAM-30
3	Dungeons of Kesmai™	GAM-46
3	Castle Telengard™	GAM-56
4	Civil War	GAM-14
4	Fantasy	GAM-16
4	Island of Hammurabi	GAM-37
5	Command Decision	GAM-49
6	MegaWars™	GAM-20
7	MegaWars II™	GAM-55
7	DecWars	GAM-19
7	Space War	GAM-25
8	Space Trek	GAM-26
8	Dor Sageth™	GAM-54
9	CompuServe Casino	GAM-47
10	Blackjack	GAM-13
10	Roulette	GAM-42
10	Gomoku	GAM-22
10	Bridge	GAM-18
11	Biorhythm Charting	GAM-29
11	Folie des Rois	GAM-48
11	Astrology Calculator	GAM-45
12	Hangman	GAM-23
12	Reversi	GAM-40
12	Golf	GAM-21
12	Football	GAM-27
13	Word Scramble	GAM-43
13	Concentration	GAM-32
13	Seawar™	GAM-57

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Dor Sageth is a trademark of Lawrence Runge.

Seawar is a trademark of Scott Killen.



## Original Adventure

**Suggested Age :** 12 — Adult  
**Classification :** Adventure  
**Players (min/max) :** 1/1  
**Special Requirements :** None  
**Minimum Screen Width :** Any  
**Direct Access Page :** GO GAM-200

This is the original Adventure from which all other versions, both micro and mainframe, evolved. The game of Adventure understands English words and phrases and as such will attempt to do what you command.

The object of the game is to explore a cave, find a quantity of treasures and deposit them back in the building. A perfect score requires 350 points. Good luck! (You'll need it to get past the snake.)

If this is your first adventure type 'HELP' when the game begins. Adventure responds to one or more English words. To move WEST simply type 'GO WEST'; to examine something type 'LOOK something' or 'LOOK'. Other useful words are:

**QUIT** Ends the game.  
**SCORE** Shows your current score.  
**SAVE** Saves your place in the game.  
**TAKE** Takes some object.  
**INVEN** Shows what you are carrying.  
**BRIEF** Shortens descriptions.

Adventure maps are available through on-line product ordering on the User Information menu (GO CIS-4).

## New Adventure

**Suggested Age :** 12 — Adult  
**Classification :** Adventure  
**Players (min/max) :** 1/1  
**Special Requirements :** None  
**Minimum Screen Width :** Any  
**Direct Access Page :** GO GAM-201

This is the enhanced version of the original Adventure game. It was expanded from the original to provide more challenges and more dangers for the skilled player. Its comprehension of English has been improved to understand such phrases as, 'Take this and that'.

A perfect score requires 751 points. Simple? Good luck! (Be wary of the Centipede's Lair!)

If this is your first adventure type 'HELP' and 'INFO' when the game begins. New Adventure responds to one or more English words. Useful words are:

**LOOK** Examines something.  
**QUIT** Ends the game.  
**SCORE** Shows your current score.  
**TAKE** Takes some object.  
**INVEN** Shows what you are carrying.  
**BRIEF** Suppresses printing of long descriptions for places that have already been visited.  
**DIAGNOSE** Reports on your injuries, if any.  
**EXAMINE** Tells you about objects.  
**SAVE** Saves the state of the game for continuation later.  
**RESUME** Restores a SAVED game.  
**SCORE** Prints your score.  
**TREASURES** Manipulates nearby treasures as a group.



## Scott Adams Adventure Series

## The House of Banshi

**Suggested Age :** 12 — Adult  
**Classification :** Adventure  
**Players (min/max) :** 1/1  
**Special Requirements :** None  
**Minimum Screen Width :** Any  
**Direct Access Page :** GO GAM-217

The adventures of Scott Adams vary in difficulty. When you enter the game, the following separate adventures are available:

- 1 Adventureland
- 2 Pirates Adventure
- 3 Mission Impossible
- 4 Voodoo Castle
- 5 The Count
- 6 Strange Odyssey
- 7 Mystery Funhouse
- 8 Pyramid of Doom
- 9 Ghost Town

Generally, the higher the number of the adventure, the more difficult. If this is your first adventure, type 'HELP' when the game begins.

This series of adventures responds to one or two word English phrases. To move west simply type 'GO WEST'. To examine something, type 'LOOK something' or 'LOOK'.

Other useful words are:

**QUIT** Ends the game.  
**SCORE** Shows your current score.  
**SAVE GAME** Saves your place in the game.  
**TAKE** Takes some object.  
**INVEN** Shows what you are carrying.

**Suggested Age :** Adult  
**Classification :** Adventure  
**Players (min/max) :** 1/1  
**Special Requirements :** None  
**Minimum Screen Width :** Variable  
**Direct Access Page :** GO GAM-219

BANSHI is CompuServe's rendition of the original game of ZORK. We believe that it is the most difficult adventure game ON ANY COMPUTER. A perfect score is 585 points for the basic game plus an additional 100 points for the End-Game (second dungeon).

The object of the game, like other adventures, is to explore a series of caverns, solve the puzzles and return found treasures to a trophy case.

### Useful Commands

**HELP** Gives detailed help while playing the game.  
**INFO** Prints background information on the game.  
**BRIEF** Suppresses printing of long descriptions for rooms which already have been visited.  
**SUPERBRIEF** Suppresses printing of long room descriptions for all rooms.  
**VERBOSE** Restores long descriptions.  
**QUIT** Prints your score and asks whether you wish to continue playing; you may then quit the game.  
**SAVE** Saves the state of the game for continuation later.  
**RESTORE** Restores a SAVED game.  
**INVENTORY** Lists objects in your possession.  
**LOOK** Prints a description of your surroundings.  
**SCORE** Prints your score and ranking.  
**TIME** Prints how long you have been playing.  
**DIAGNOSE** Reports on your injuries, if any.



## Dungeons of Kesmai

**Suggested Age :** 12 — Adult  
**Classification :** Role Play  
**Players (min/max) :** 1/1  
**Special Requirements :** See Below  
**Minimum Screen Width :** 40x24 or 64x16  
**Direct Access Page :** GO GAM-260

Descend into the Dungeons of Kesmai into an ancient underground fortress defended by the forces of Evil. The goal of the game is to slay as many evil creatures as possible and to bring back the treasures found below. Beware the Dragon!

The first decision you must make is whether to be a *Fighter*, a *Wizard* or a *Thaumaturge*. The *Fighter* class is recommended for beginners (this player generally relies on fighting abilities only and rarely uses magic). The *Wizard* can learn spells associated with changing terrain but is rather weak as a low level creature. The *Thaumaturge* learns spells that affect others and can be a powerful fighter as well.

The game begins in the town above the dungeons where you can purchase supplies, sell treasures, enhance experience or learn new magical spells.

These symbols are used:

>	Facing east
<	Facing west
^	Facing north
v	Facing south
.	No direction
\$\$	Treasures and objects
[ ]	Wall
/ or (space)	Open doorway
/ or — —	Closed doorway
up	Up staircase
dn	Down staircase
ex	Exit
**	Fire
~.	Ice
@@	Spiderweb
A, B, etc.	Monsters

For detailed information on this game (44 pages of instruction), type 'DOC KESSIN' in the Programming area, or 'R PRINT' followed by 'PRINTNH/117M HLP:KESSIN.DOC' to have the manual printed and mailed to you.

You must be using one of these machines to play Kesmai:

ADDS ADM3a, ADM5  
VT100, Teleray 1061  
64x16 Vidtex (TRS-80)  
Vidtex with a 40x24 screen size  
Heath/Zenith models H-19, H-89, Z-89, ZT-1, Z-100  
A 'TTY' printing terminal without cursor positioning

## Castle Telengard

**Suggested Age :** 8 — Adult  
**Classification :** Role Play  
**Players (min/max) :** 1/1  
**Special Requirements :** None  
**Minimum Screen Width :** None  
**Direct Access Page :** GO GAM-320

Venture into Telengard Castle and seek adventure and treasure! The object of this game is to find the mysterious Orb of Power and amass as much experience and wealth as you can.


The castle has 400 locations on each floor and twenty rooms (8000 locations total) so be prepared to map the way back out. Each floor forms a 20 by 20 square. The following symbols are used:

/	Up staircase
/	Down Staircase
\ /	Up and down staircase
EXC	Excelsior transporter
PIT	Pit trap
TPT	Teleport trap
FNT	Magic fountain
ALT	Altar
DGN	Dragon's lair
ORB	The Orb of Power
ELV	Elevator (up only)
THR	Dwarf King's throne
TRV	Treasure trove
UNF	Unfinished location
H	Walls
---	Doors
:	Secret door

Secret doors may appear and disappear at any time.

Castle Telengard contains twenty-one creatures that you may encounter. These are divided broadly into Normal, Undead and Special Creatures.

Spells may be cast, both Magic and Cleric. Also, there are magical weapons, armor and other objects in the castle, some of which may be hostile to you.

If you need help at any point in the game, just type '?'.  




## Civil War

**Suggested Age :** 12 — Adult  
**Classification :** Simulation  
**Players (min/max) :** 1/1  
**Special Requirements :** None  
**Minimum Screen Width :** 32  
**Direct Access Page :** GO GAM-203

The object of the game is to win as many Civil War battles as possible. You will be the Confederacy. You may surrender by typing 'S'. To play, enter the number of your chosen offensive or defensive strategy:

### Defensive Moves

- 1 Artillery attack
- 2 Fortification against frontal attack
- 3 Fortification against flanking maneuvers
- 4 Falling back

### Offensive Moves

- 1 Artillery attack
- 2 Frontal attack
- 3 Flanking maneuver
- 4 Encirclement

## Fantasy

**Suggested Age :** 12 — Adult  
**Classification :** Role Play  
**Players (min/max) :** 2/2  
**Special Requirements :** None  
**Minimum Screen Width :** Any  
**Direct Access Page :** GO GAM-205

This is a war game fought in a fantasy world by elves, orcs, men, goblins, slaves, dwarves and wargs

This game is for play by two players at the same terminal: one is the dark forces player and the other is the free people's player. The computer provides only the board, dice, playing pieces, rules, charts and schedules. The fortress in the upper right corner of the map is called Maldur, the Dark Lord's headquarters. The fortress in the lower left corner is called \*STARR\*, the free people's headquarters. The game starts with an attack by the dark power and continues until one player is destroyed or resigns, or both players agree to quit (in which case a point system determines the winner).

To get help with this game, type '12' (commands are numeric). A Fantasy Game Manual is available through on-line product ordering on the User Information menu (GO CIS-4).





## Command Decision

**Suggested Age :** 12 — Adult  
**Classification :** War Game  
**Players (min/max) :** 1/1  
**Special Requirements :** Cursor control  
**Minimum Screen Width :** 32x16 or 64x16  
**Direct Access Page :** GO GAM-301

There are four possible scenarios here: Micronesia Island Assault, Europe 1940 with the Invasion of France, Hawaii Attacked, and the Nile Crossing. The object of each game is to seek out and destroy the enemy.

A command summary follows:

	<b>Order Mode</b>	<b>Movement Mode</b>	<b>Edit Mode</b>
<b>SP</b>	n/a	n/a	cancel I
<b>B</b>	auto-move	w	w
<b>C</b>	n/a	sw	sw
<b>D</b>	n/a	e	e
<b>E</b>	n/a	ne	ne
<b>G</b>	n/a	fill	fill
<b>H</b>	help	help	help
<b>I</b>	n/a	set	set
		direction	direction
<b>J</b>	edit	edit	n/a
<b>K</b>	n/a	wake unit	wake unit
<b>M</b>	move	n/a	n/a
<b>N</b>	new screen	new screen	new screen
<b>P</b>	print sector	n/a	print sector
<b>Q</b>	quit game	nw	nw
<b>R</b>	restore	n/a	n/a
<b>S</b>	save game	stay	stay
<b>T</b>	type map	n/a	n/a
<b>W</b>	n/a	n	n
<b>X</b>	n/a	s	s
<b>Z</b>	n/a	sw	sw
<b>0</b>	n/a	wake	wake
<b>1</b>	n/a	sw	sw
<b>2</b>	n/a	s	s
<b>3</b>	n/a	se	se
<b>4</b>	n/a	w	w
<b>5</b>	n/a	stay	stay
<b>6</b>	n/a	e	e
<b>7</b>	n/a	nw	nw
<b>8</b>	n/a	n	n
<b>9</b>	n/a	ne	ne
<b>.</b>	n/a	exit mode	exit mode
<b>?</b>	n/a	n/a	status

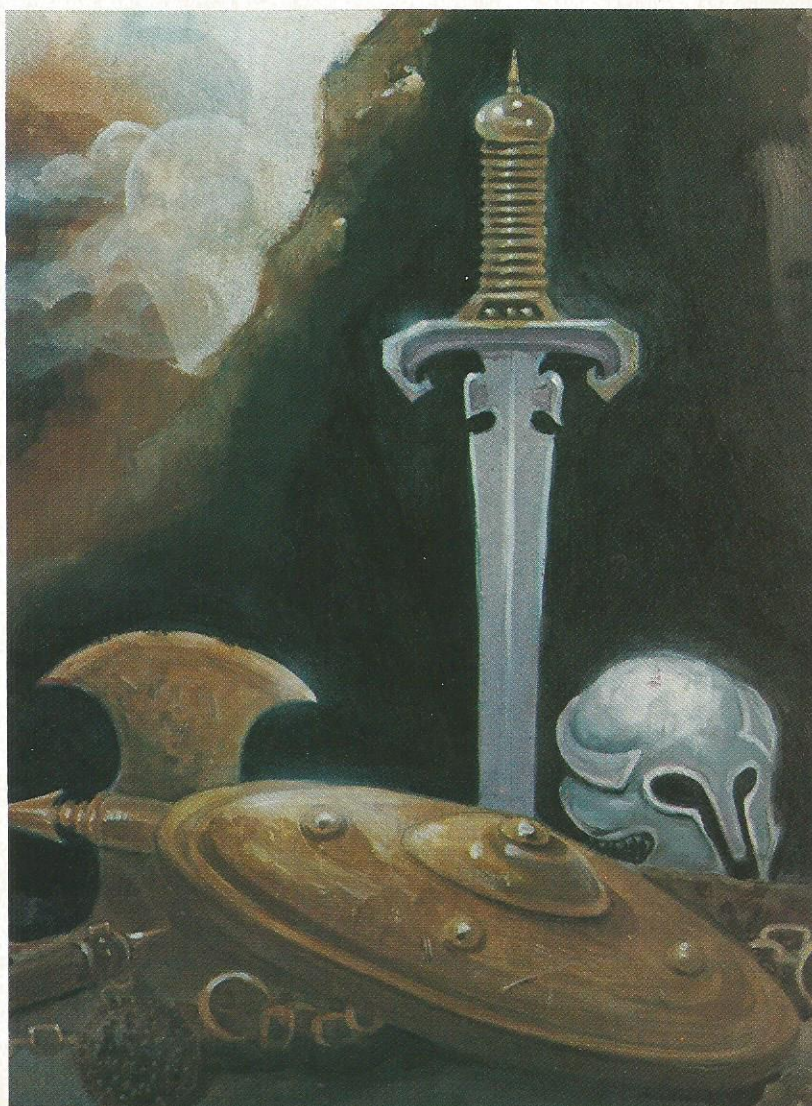
For help at any point, just type 'H'.

## Island of Hammurabi

**Suggested Age :** 12 — Adult  
**Classification :** Simulation  
**Players (min/max) :** 1/1  
**Special Requirements :** None  
**Minimum Screen Width :** 32  
**Direct Access Page :** GO GAM-226

This game challenges you to successfully govern Ancient Sumeria for a period of ten years. Each year you are required to decide how much land to buy and sell, how much food to set aside for the people, and how much to plant for the next year. Rats and plagues will add to your challenge.

If you lose too many subjects in one year, you may be removed from office!





# MegaWars



**Suggested Age :** 12 — Adult  
**Classification :** Space War  
**Players (min/max) :** 1/10  
**Special Requirements :** None  
**Minimum Screen Width :** Any  
**Direct Access Page :** GO GAM-209

MegaWars is a real-time space battle between 1 and 10 players, each at his/her own terminal. As many as 5 players are on a side and work as a team to fight the players on the other side.

A brief command summary follows. You are advised to order the MegaWars Commander's Briefing (through on-line product ordering on the User Information menu (GO CIS-4) before you attempt play, or type 'HELP' while in the game.

**BASES** List information on friendly and known enemy bases.

**BUILD** Develop installations on a captured planet.

**CAPTURE** Win a neutral or enemy planet over to your side.

**DAMAGES** List your ship's damaged devices.

**DOCK** Dock at an adjacent base or planet.

**DROP** Deploy a mine (for use by Miner class ships only).

**ENERGY** Transfer energy between two ships.

**GATE** Use a stargate.

**HELP** Get on-line help for commands.

**IMPULSE** Move using impulse engines.

**LIST** List various information about ships, bases and planets.

**MOVE** Move using warp engines.

**NEWS** Get information on new features or enhancements to the game.

**PHASERS** Fire phasers at a target.

**PLANETS** List information on friendly and known enemy and neutral planets.

**POINTS** Look at your score so far.

**QUIT** Leave the game.

**RADIO** Turn your radio on or off.

**REPAIR** Repair your ship's damaged devices a little.

**SCAN** Display the galaxy (default range is 10 square sectors).

**SET** Set various input and output defaults.

**SHIELDS** Transfer energy to or from your shields, or raise or lower your shields.

**SRSCAN** Display the galaxy with a default range of 7 sectors.

**STATUS** List your ship's current status and supply levels.

**SUMMARY** List various information on ships, bases and planets.

**TARGETS** List targets within your range and their current locations.

**TELL** Send a message to other ships in the game.

**TIME** List information on your run-time and elapsed time in the game.

**TORPEDOES** Fire your photon torpedoes at a target.

**TRACTOR** Use your tractor beam to tow a friendly ship.

**TYPE** List current input, output and game characteristics.

**USERS** List the names and other known information about players currently in the game.



## MegaWars II

**Suggested Age :** 12 — Adult  
**Classification :** Space War  
**Players (min/max) :** 1/8  
**Special Requirements :** Vidtex  
**Minimum Screen Width :** 32x16  
**Direct Access Page :** GO GAM-305

This is a multi-player game for Vidtex-compatible terminals, the first game on CompuServe to use graphics (color graphics and sound on some microcomputers)!

This game is played by up to four people on a side, each at his/her own terminal. If any of the 8 ships in the game is not controlled by a player, a robot is used.

<b>1</b>	Scan Colonist object
<b>2</b>	Scan Kryon object
<b>3</b>	Scan planetary object
<b>4</b>	Scan all objects
<b>5</b>	Long range scan
<b>PH or 6</b>	Fire phasers
<b>TO or 7</b>	Fire photon torpedoes
<b>MO or 8</b>	Move ship
<b>RO or 9</b>	Rotate ship
<b>SH or 0</b>	Set shields
<b>LO or :</b>	Lock on target
<b>TA or ^</b>	Obtain a target
<b>RA or @</b>	Red alert
<b>YA or ;</b>	Yellow alert
<b>AS or .</b>	Request assistance
<b>SA or —</b>	Secure from alert
<b>RE or (space)</b>	Refuel

A new MegaWars II Commander's Briefing will be forthcoming. Watch 'WHAT'S NEW' and UPDATE for its availability.

## Decwars

**Suggested Age :** 12 — Adult  
**Classification :** Space War  
**Players (min/max) :** 1/10  
**Special Requirements :** None  
**Minimum Screen Width :** Any  
**Direct Access Page :** GO GAM-208

Decwars is a space war game, similar to MegaWars, but with fewer ship types and options.

A complete Decwars Manual is available through on-line product ordering on the User Information menu (GO CIS-4).

## Space War

**Suggested Age :** 8 — Adult  
**Classification :** Space War  
**Players (min/max) :** 1/8  
**Special Requirements :** None  
**Minimum Screen Width :** Any  
**Direct Access Page :** GO GAM-214

Play this game against as many as seven other players, each at his/her own terminal! Seek out and destroy all other space ships in the game and be the champion of the universe!

Points are awarded for each ship you hit (you lose points when your ship is hit, of course). You also lose points when you fire and miss or when you ram another ship or a star.

Commands used are:

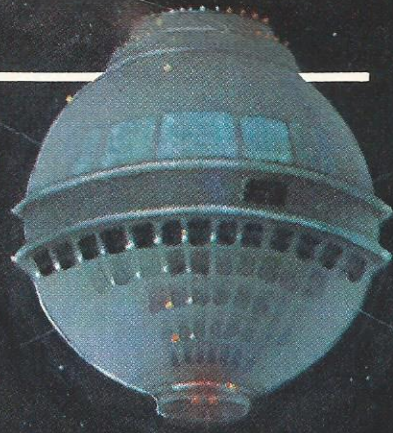
<b>D</b>	Display galaxy again
<b>F</b>	Fire a missile
<b>H</b>	Get detailed help
<b>L</b>	Rotate your ship left
<b>R</b>	Rotate your ship right
<b>M</b>	Move your ship forward
<b>S</b>	See the current scores
<b>TALK</b>	Talk to another player
<b>UST</b>	List other players
<b>EXIT</b>	Leave the game

Your ship direction is indicated by:

<b>^</b>	Facing up
<b>v</b>	Facing down
<b>&gt;</b>	Facing right
<b>&lt;</b>	Facing left
<b>A</b>	In cloud facing up
<b>U</b>	In cloud facing down
<b>]</b>	In cloud facing right
<b>[</b>	In cloud facing left

Other things in the galaxy are shown as:

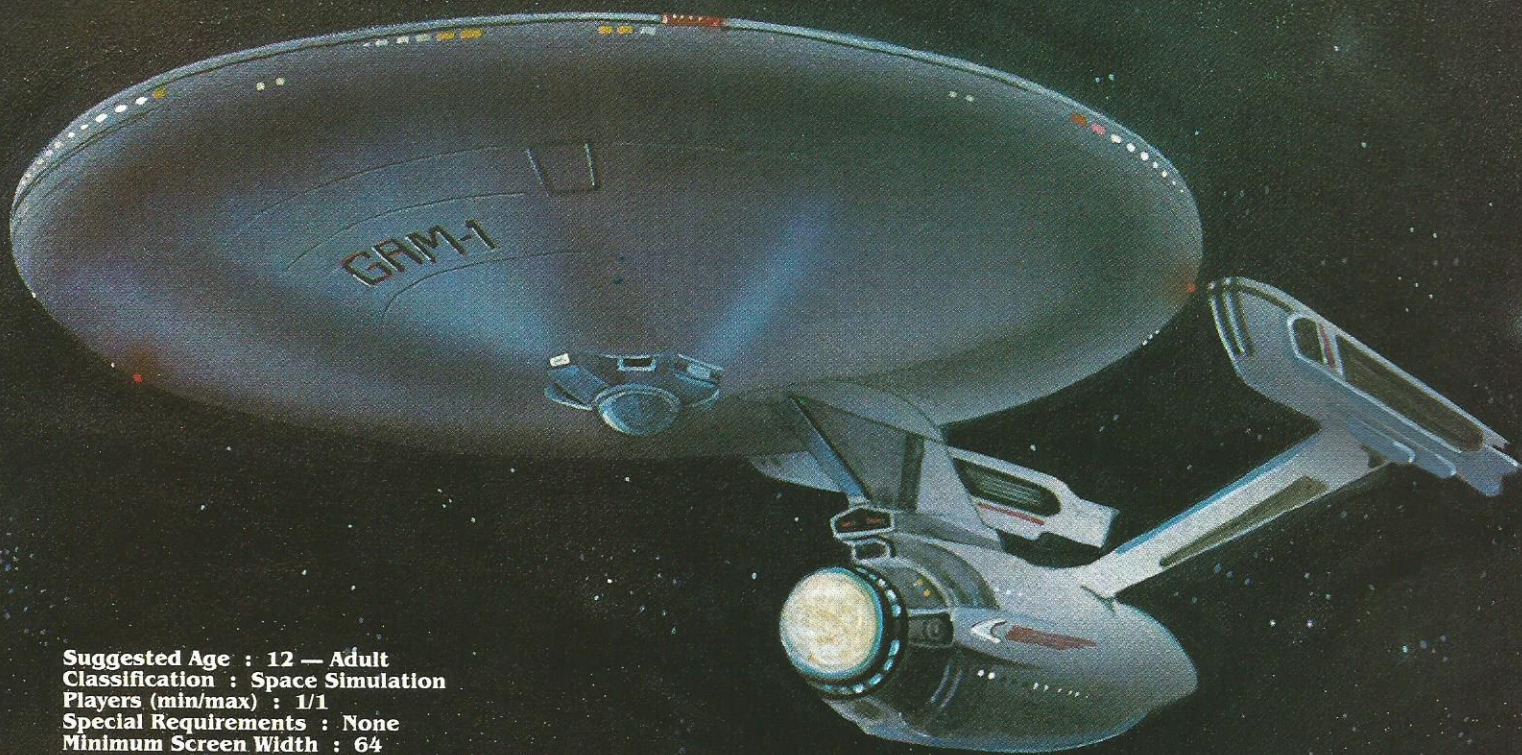
<b>1-8</b>	Other ships
<b>*</b>	Star
<b>B</b>	Your starbase
<b>#</b>	Enemy starbase
<b>C</b>	Cloud





## Space Trek

## Dor Sageth



**Suggested Age :** 12 — Adult  
**Classification :** Space Simulation  
**Players (min/max) :** 1/1  
**Special Requirements :** None  
**Minimum Screen Width :** 64  
**Direct Access Page :** GO GAM-215

You are the commander of a space ship, seeking out and destroying Kryon vessels.

The galaxy you fly in has 64 quadrants, each divided into 64 sectors. Your course is a real number between 1 and 8.999.

These symbols represent the items on the screen:

- e** Your ship
- k** Kryon battleship
- c** Kryon command ship
- b** Starbase
- \*** Star

Commands you can use are:

- 0** Set course
- 1** Short range sensor scan
- 2** Long range sensor scan
- 3** Fire phasers
- 4** Fire photon torpedoes
- 5** Damage control report
- 6** Self-destruct
- 7** Abandon ship
- 8** Activate energy shields
- 9** Deactivate energy shields
- 10** Fire experimental death ray
- 11** Activate teleportation unit
- 12** Engage impulse engines
- 13** Maintain position
- 14** Print current position

**Suggested Age :** 12 — Adult  
**Classification :** Adventure  
**Players (min/max) :** 1/1  
**Special Requirements :** None  
**Minimum Screen Width :** Any  
**Direct Access Page :** GO GAM-318

The Dor Sageth, an alien starship whose crew has disappeared mysteriously, floats in deep space. Your assignment is to board, learn how to operate and attempt to pilot this ship back to Earth. Beware! There are robots programmed to defend the Sageth against all intruders, and traps and mazes galore!

This game understands simple English phrases, such as 'OPEN THE object', 'SHOOT THE target', etc. Some helpful commands are:

**INVENTORY** Displays a list of items in your possession.

**HEALTH** Reports on the state of your physical well-being.

**SHORT** Provides highly abbreviated room descriptions.

**LONG** Restores full descriptions.

**LOOK** Repeats the description of your current location.

**QUIT** Ends the game.



# CompuServe Casino

**Suggested Age :** 12 — Adult  
**Classification :** Casino  
**Players (min/max) :** 1-4/table  
**Special Requirements :** None  
**Minimum Screen Width :** Any  
**Direct Access Page :** GO GAM-281

The Casino is a multi-player area. During your first visit, an account is opened for you and 'credits' are issued, so you can wager to make the game more interesting. Each time you then visit the Casino your account is accessed and additional credits are advanced to you, if necessary. If you go broke, you can visit the Casino cashier for more credits.

## Social Blackjack

The object is to get a hand as close to twenty-one points as possible, without going over (number cards are worth their number, face cards are worth 10 points and aces are worth either 1 or 11 points, at your option).

If there is no dealer, you have the option of being the dealer. The dealer pays 2 to 1 for a natural blackjack and 3 to 2 for a winning blackjack in 5 cards. You can

lose no more than your wager and you cannot double-down or split your cards.

If you don't want to play, you can choose to be a Spectator and simply watch the game in play.

Commands used are:

**EXIT** Leaves the game after the current hand.

**TABLE #** Moves to table # after the current hand.

**PLAYERS #** Lists the players by name at table #.

**HANDS** Shows you the face-up cards of other players at your table.

**MYHAND** Shows you your cards.

**WAGER** Lists the bets at your table.

**OPEN #** Opens a new pack of cards (1 or 2 decks, for dealer only).

**CLOSING** Tells you when the Casino closes for the night.

**KIBITZ message** Sends your message to other players at your table.

**REMARKS message** Sends your message to the CompuServe Casino staff.

**?** Displays a brief help message to you.





## Blackjack

**Suggested Age :** 12 — Adult  
**Classification :** Card Game  
**Players (min/max) :** 1/1  
**Special Requirements :** None  
**Minimum Screen Width :** Any  
**Direct Access Page :** GO GAM-202

This is a card game between you and the computer. The object is to get as close to twenty-one as possible without going over. The computer will take a hit at 16 and hold at 17.

To hit, enter **1**. To stand pat, enter **0**. To exit the game, type CONTROL-C.

## Roulette

**Suggested Age :** 12 — Adult  
**Classification :** Casino Game  
**Players (min/max) :** 1/1  
**Special Requirements :** None  
**Minimum Screen Width :** 64  
**Direct Access Page :** GO GAM-231

Here is the board layout:

3: 3: 3: 2: 2: 2: 1: 1: : :  
6: 3: 0: 7: 4: 1: 8: 2: 9: 6: 3  
R: B: R: B: R: B: B: B: R: B: R

3: 3: 3: 2: 2: 2: 1: 1: 1: : :  
5: 2: 9: 6: 3: 0: 7: 4: 1: 8: 5: 2  
B: R: B: R: B: R: B: B: R: B: R: B

3: 3: 3: 2: 2: 2: 1: 1: 1: : :  
4: 1: 0: 5: 2: 9: 6: 3: 0: 7: 4: 1  
R: B: R: B: R: B: B: R: B: R: B: R

You can bet 1, 2, 3, 4 or 6 numbers. To bet high, low, even, odd, red or black enter:

**3** High  
**39** Low  
**40** Even  
**41** Odd  
**42** Red  
**43** Black

Payoff odds range from 35 to 1 for single numbers to even for high/low, even/odd or red/black.



## Gomoku

**Suggested Age :** 12 — Adult  
**Classification :** Board Game  
**Players (min/max) :** 1/1  
**Special Requirements :** None  
**Minimum Screen Width :** 32  
**Direct Access Page :** GO GAM-211

The object is to get 5 playing pieces in a row, across, down or diagonally. You may play X or O (X always moves first).

To move, add the number to the left to the number above where you want to be (for example, 49 means the position on row 40 under column 9).

The board is redrawn by the computer after each move. You can suppress this for one turn by typing a minus sign as the first character of your move (for example, -53).

The computer learns from its defeats, making it harder for you to win each new game. If you aren't in for challenges, you can respond 'NO' when it asks if it may learn. Also, the computer will create a file, if you let it, so that it may keep its higher skill level each time you log on and play a new game.

## Bridge

**Suggested Age :** 12 — Adult  
**Classification :** Card Game  
**Players (min/max) :** 1/1  
**Special Requirements :** None  
**Minimum Screen Width :** 32  
**Direct Access Page :** GO GAM-207

You are South, and you play both your hand and the dummy (North). The computer defends with East and West.

To enter a bid, type the level and suit. For example: '2S' means two spades, '1N' means one notrump.

To play a card, enter the rank and suit. For example: 'AS' means ace of spades, 'TD' means ten of diamonds, '7H' means seven of hearts.

Authored by Tom Throop, approved by Goren.



## Biorhythm Charting

**Suggested Age :** 12 — Adult  
**Classification :** Charting  
**Players (min/max) :** 1/1  
**Special Requirements :** Printer  
**Minimum Screen Width :** 80  
**Direct Access Page :** GO GAM-218

Plot a personalized chart of good and bad days, for any year and for any number of months. Enter the name of the person you wish to chart, the date of birth (in the form JAN 02 1964), the year to chart, the beginning month and the number of months.

The chart will use the symbols E (for emotional cycle), P (for physical cycle) and M (for mental cycle), as well as provide some explanatory text for appropriate days.

## Folie des Rois

**Suggested Age :** 10 — Adult  
**Classification :** Math Rules  
**Players (min/max) :** 1/1  
**Special Requirements :** None  
**Minimum Screen Width :** 32x16  
**Direct Access Page :** GO GAM-304

In ancient times some say that the kings of Myanople played Folie des Rois ('the Madness of Kings') to while away the long winter's dark and dreary day. It is an engaging game, involving no more than sixth grade math, but it can be very difficult.

The computer thinks of a rule that fits three numbers which it shows to you. You then try to figure out the rule by typing in three numbers (separated by spaces or commas). The computer will tell you whether or not your numbers also fit the rule. If you think you know the rule, you tell the computer and it will give you a short quiz.

There are five levels to Folie des Rois:

- 0 Beginner's warm-up
- 1 Straightforward
- 2 Drives you mad
- 3 Drives you madder
- 4 La Plus Grande Folie!

## Astrology Calculator

**Suggested Age :** 12 — Adult  
**Classification :** Charting  
**Players (min/max) :** 1/1  
**Special Requirements :** None  
**Minimum Screen Width :** 80  
**Direct Access Page :** GO GAM-239

This is a calculator, not a horoscope caster. People interested in the calculations of planetary information based on birthdate will find this program of immeasurable help.

The required input is:

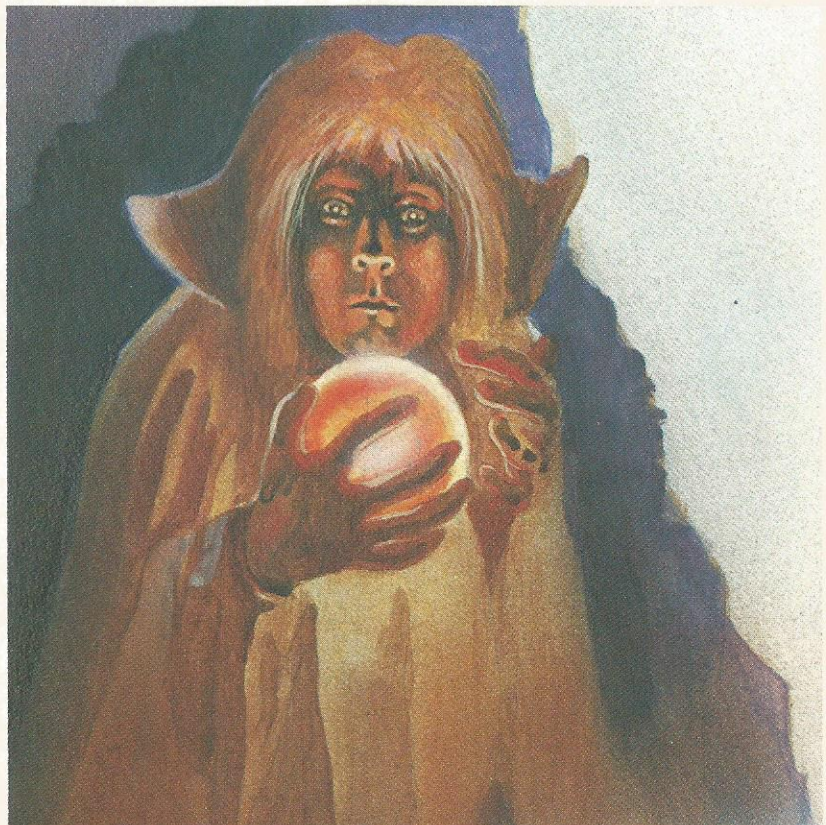
**Birthdate** in the form YEAR/MONTH/DAY (example, 1964/01/30).

**Birthtime** in the form HOUR:MINUTE (example, 13:14).

**TIME ZONE** in the form HOUR:MINUTES from Greenwich Mean Time (example, +07:00).

**BIRTHPLACE** in the form DEG N MIN latitude DEG W MIN longitude (example, 37N45 122W26).

If you do not have a printer, you can enter the option DISK to have the calculations written to a disk file for later printing. Other options also are available.





## Hangman



**Suggested Age :** 8 — Adult  
**Classification :** Word Game  
**Players (min/max) :** 1/1  
**Special Requirements :** None  
**Minimum Screen Width :** 32  
**Direct Access Page :** GO GAM-212

This is a word guessing game. The computer draws a gallows and thinks of a word. You try to guess the word, one letter at a time. Each time you guess correctly, the computer shows you where in the word the letter goes. Each time you are incorrect, a part is added to the stick figure on the gallows.

As you play, the computer keeps track of your score.

## Reversi

**Suggested Age :** 12 — Adult  
**Classification :** Board Game  
**Players (min/max) :** 1/1  
**Special Requirements :** None  
**Minimum Screen Width :** 64  
**Direct Access Page :** GO GAM-229

Play this game against the computer by placing a marker onto the board so that one or more of the computer's markers are between your newly played marker and one of your markers already on the board; the computer's markers then are captured and become your markers. The object is to have the most markers at the end of the game.

You can capture markers in more than one direction at once (there can be no empty squares between your markers and the ones you are capturing).

To move, simply type the letter-number pair where your new marker is to be placed (for example, H2 or E6). If you have no legal move, you automatically pass.

## Golf

**Suggested Age :** 8 — Adult  
**Classification :** Simulation  
**Players (min/max) :** 1/1  
**Special Requirements :** Upper Case Only  
**Minimum Screen Width :** 32  
**Direct Access Page :** GO GAM-210

Play golf on the CompuServe 18 hole computer course! When you first enter the game, you are asked for your handicap (if you don't know, just press the ENTER key) and for your worst shot:

- 0 Hook
- 1 Slice
- 2 Distance
- 3 Fairway
- 4 Traps
- 5 Putting

Select a club and keep your eye on the ball!

**Woods:** W1 W2 W3 W4  
**Irons:** I2 I3 I4 I5 I6 I7 I8 I9  
**Wedge:** W  
**Putter:** P

You are told after each shot how far you are from the pin.

## Football

**Suggested Age :** 12 — Adult  
**Classification :** Simulation  
**Players (min/max) :** 2/2  
**Special Requirements :** None  
**Minimum Screen Width :** 64  
**Direct Access Page :** GO GAM-216

CompuServe football is played by two people at the same terminal. Each of you enters a City and Team name.

Here are the plays:

- 1 Dive play
- 2 Tricky run
- 3 Short pass
- 4 Long pass
- 5 Quick kick
- 6 Punt
- 7 Field goal



## Word Scramble

**Suggested Age :** 12 — Adult  
**Classification :** Word Game  
**Players (min/max) :** 1/2  
**Special Requirements :** Vidtex  
**Minimum Screen Width :** 32x16  
**Direct Access Page :** GO GAM-232

The computer thinks of a word and shows it to you in scrambled fashion. There is a point count associated with the word and, if you are correct on your first try, your points are doubled. If you are incorrect, the point count diminishes until you guess the word or the count reaches zero.

You can play this game alone or with a friend. The computer keeps track of each score, and praises the winner of each game.

You must be running Vidtex to play this game, as cursor control is used. Unscramble each word, starting with the first letter (all guesses must be in letter order).

## Concentration

**Suggested Age :** 8 — Adult  
**Classification :** Board Game  
**Players (min/max) :** 1/4  
**Special Requirements :** Vidtex  
**Minimum Screen Width :** 40  
**Direct Access Page :** GO GAM-221

Hidden behind thirty-two doors are sixteen pairs of different prizes. Each time you choose a number, the prize behind it is revealed to you. You must match that prize with another hidden somewhere on the board. Each time you match a prize, it is added to your list and the boxes it was behind are marked with your player number.

Up to four people can play this game at the same terminal.

## Seawar

**Suggested Age :** 12 — Adult  
**Classification :** War Game  
**Players (min/max) :** 1/4  
**Special Requirements :** Vidtex  
**Minimum Screen Width :** 32x16  
**Direct Access Page :** GO GAM-319

Seawar is an interactive game, played by up to 4 people at once, each at a different microcomputer. Protect your home port while stalking the enemy on the high seas with your battleships, cruisers, aircraft carriers and submarines!

Begin the game in the War Room, where you can meet, talk with and observe the enemy before play begins. Commands you can use in the War Room are:

**HELP** Provides details on how to play the actual game.

**PLAY** Pits you against the computer as your opponent.

**MULTI** Specifies that you want to play against other users.

**NUMBER** Specifies the number of other users you wish to play against.

**SKILL** Sets the skill level of your opponents.

**WATCH** Lets you sit back and simply watch other players in a game.

**HANDLE** Assigns your name for the game.

**TERMINAL** Specifies your microcomputer type.

**UST** Shows you the name, rank and location of other players.

**STATUS** Shows your name, rank and terminal specification, the skill level and number of your opponents, etc.

**SCORE** Displays your score and game record scores.

**READBB** Displays the Seawar bulletin board messages.

**EXIT** Terminates your play in the game.





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